

Paintball Game Variations

Picatinny Paintball

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Football

- Teams: Two even teams
- Victory: Carry the football into the opponents' end zone.
- Rules: A variation of center flag play, where the flag is replaced by a soft football. Players are free to pass the ball to teammates to gain ground but the ball must be “carried” into the end zone and not just thrown.

Foxes and Hounds

- Teams: Foxes(x), Hounds(4x)
- Victory: Elimination or Timeout (15)
- Rules: The Foxes are allowed to enter the field and are given five minutes to take defensive positions. The Hounds then enter the field and have 15 minutes to eliminate all the Foxes. The Hounds need to totally eliminate the Foxes to win.

Paratrooper

- Teams: Pairs (one token per team)
- Victory: Team with the most tokens after Timeout (20)
- Rules: Players are broken into pairs and given a token. Teams enter the field sequentially (by token number) and play starts when all teams are ready. Any time a player is eliminated, he must give his token to the team that eliminated him. After Timeout, the team with the most tokens wins.

Escort

- Teams: Escort (x+Target), Assassins (4x)
- Victory: Target escapes the field or Timeout(15) or is eliminated.
- Rules: One player is designated the Target and is unarmed. His escorts are well armed and cannot be eliminated. They must try to move the Target from one side of the field to the other without the Target being hit. The Assassins need to try to eliminate the target before Timeout.

Black Hawk Down

- Teams: Pilots(x), Spec Ops.(2x), Rebels(5x)
- Victory: Capture the flag before Timeout(20) without eliminating the Pilots
- Rules: The Pilots are placed in a fortified position in the center of the field with a flag, surrounded by Rebels. Spec Ops. must enter the field and try to escape the field with a flag and without losing all the Pilots. The Rebels must try to capture the flag without eliminating all the Pilots (to capture them).

Medic!!!

- Teams: Two evenly divided teams with one Medic each.
- Victory: Elimination or Timeout (20)
- Rules: The teams are evenly split and every player is given some token. The Medic has the ability to “revive” someone who has been shot by taking their token.

Drop The Bomb

- Teams: Attackers(x), Defenders(x)
- Victory: Attackers place the bomb, or Timeout (10)
- Rules: The Attackers are given a “bomb” that they must place within a specific location on the field (bunker, etc) to win. If the bomb carrier is shot another attacker can pick it up. If all the Attackers are eliminated or Timeout the Defenders win.

RPG

- Teams: Two even teams
- Victory: Elimination, Timeout(15) or an RPG hits the target.
- Rules: Each team is given an RPG (nerf gun) and have the ability to win by hitting a designated target (net or basket) with their rocket. If the rocket misses, it can be picked up and re-used.